

Anime SIG

Researching Japanese Animation

From Technical, Cultural, and Industrial Perspectives

SIG meeting at CHI 2025, Onsite venue: Room G217, Pacifico North 2F

Date and time: 11:10–12:40, Mon, Apr 28 (JST; conference time zone)

Organizers:



Jun Kato
AIST, Arch Inc.



Ryotaro Mihara
Keio University, Arch Inc.



Yuki Koyama
The University of Tokyo, Graphinica, Inc.



Katie Seaborn
Institute of Science Tokyo



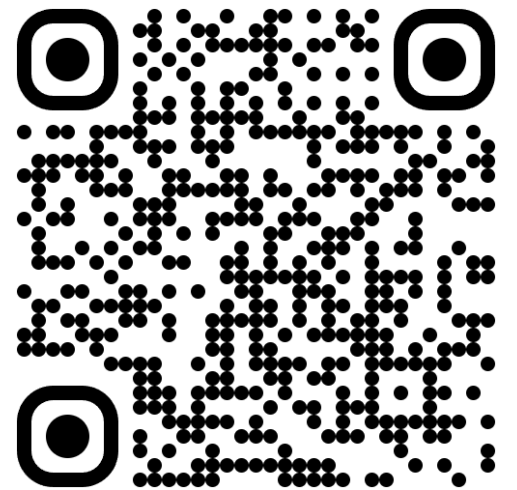
Akinobu Maejima
OLM Digital, Inc.

<http://chci.pages.dev/chi2025anime>



- This SIG is an onsite-only event!
- The organizers would like to take photos to share on the website later – let us know if you don't want to be in the photos
- We'll be using Google Docs for collaborative note taking – open it now by scanning the QR code (or typing the URL) below!

<https://bit.ly/chi2025anime>



11:10 Introduction(s) by organizers



Jun Kato: introduction to the Anime SIG



Ryotaro Mihara: anime research in humanities



Akinobu Maejima: how anime is made in industry



Yuki Koyama: anime research in industry



Katie Seaborn: potential applications of anime research in HCI

12:00 Group work: split into groups and share your interests

12:25 Discussion: report back and discuss next actions

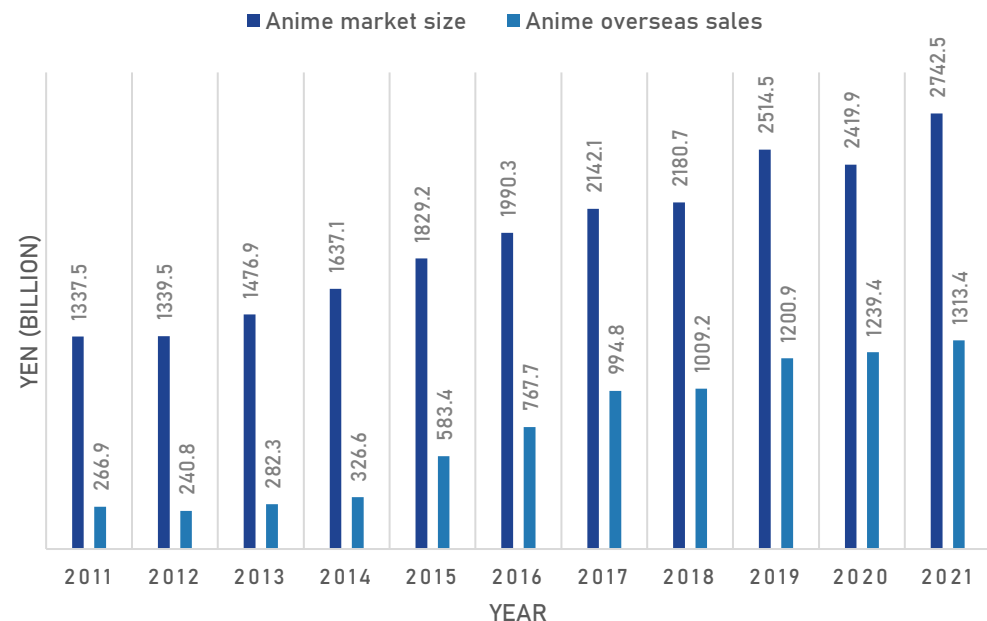


Jun Kato: introduction to the Anime SIG

- Why now?
- Why are we gathering at CHI? (not SIGGRAPH?)
- What is the goal of this SIG?

Why now? – rise of anime as a global phenomenon

- Japanese animation (anime) has immensely gained global popularity in the past 10 years
 - Market size: doubled
 - Overseas sales: quintupled
- Anime production has experienced several technical “revolutions”
 - e.g., toon-rendering 3D CG
 - Now, the rise of AI technologies



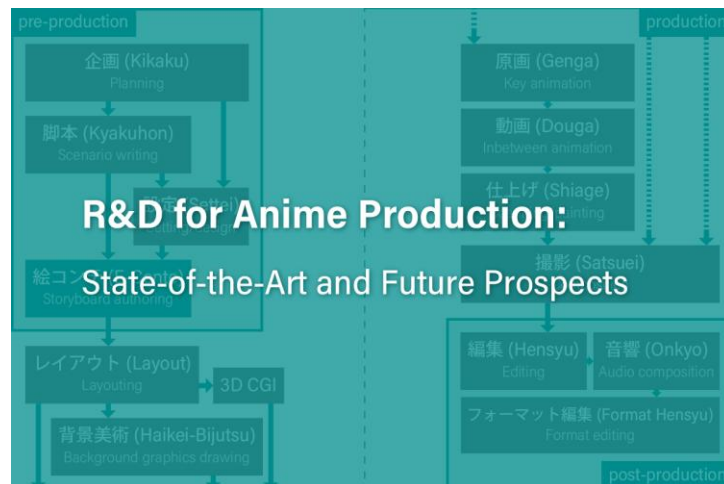
[Data source] The Association of Japanese Animation. 2023. Anime Industry Report 2022 Summary. <https://aja.gr.jp/english/japan-anime-data>

Despite its popularity, the anime production process has remained on the fringes of computer science research

[2021/12/16] ACM SIGGRAPH Asia 2021
R&D for Anime Production:
State-of-the-Art and Future Prospects

<https://research.archinc.jp/en/events/siggraph-asia-2021/>

- Anime studios seldom do “research,” while CG research seldom helps anime production...
- Interviewed six professionals in the industry and discuss how we should advocate research and development effort



[2022/6/29] Society for Animation Studies Conference 2022 Past, Present, and Future of “Toolsmiths” in Japanese Animation



Ryotaro Mihara will
briefly introduce anime
research in humanities

<https://research.archinc.jp/static/files/sas2022-kato-toolsmiths-in-anime.pdf>

- How industrial 3D CG animation started and have collaborated with SIGGRAPH (NYIT CGL [1974] ▶ Lucasfilm ▶ Pixar [1986])
- Why it didn't occur in anime (JCGL [1981], Toei Animation [1956])



New York Institute of Technology
Computer Graphics Laboratory



Japan Computer Graphics Laboratory



Toei Douga Co., Ltd.
(Toei Animation Co., Ltd.)

[2023/4/24] ACM CHI 2023

Special Interest Group on Creativity and Cultures in Computing (SIGCCCC)

- An informal meeting to discuss future of creativity support research in HCI, a room filled with $\simeq 100$ people
- Kato and Lu advocated creativity support for non-WEIRD cultures, using examples of anime, Hatsune Miku, and VTuber



[2024/12/6] ACM SIGGRAPH Asia 2024

<https://researcher.acm.org/>



Yuki Koyama will introduce anime research in industry

R&D for Anime Production: Collaborative Cultural Craft of Art, Science, and Engineering

- Researchers from three anime studios have reported their R&D efforts over the past three years (since SIGGRAPH Asia 2021).
- Efforts to foster collaborations between academia and industry have become increasingly visible.



[2025/2/10-12]

A Workshop on Creativity support for Hand- (CHAP 2025 Paris)



Akinobu Maejima will introduce how anime is made in production

- A three-day international workshop between Japan and France to discuss how computers can support hand-drawn art
- The topic covered comics (manga and bande dessinée) and animation, inviting researchers, startup founders, and artists

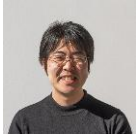




Jun Kato: introduction to the Anime SIG

- Why now?
 - Why are we gathering at CHI? (not SIGGRAPH?)
 - **What is the goal of this SIG?**
- 1. Briefly examine production workflows through an HCI lens**
 - 2. Identify key opportunities and challenges in research**
 - 3. Build a community of like-minded allies for anime research**

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